

26. (Twice Amended) A gaming machine, comprising:

a processor for randomly selecting one of a plurality of outcomes of said gaming machine in response to a wager amount, said processor monitoring time signals from a clock;

a display for displaying thematic game artwork for a wagering game; and

a memory device coupled to said processor and storing at least two data sets for producing at least two different types of said thematic game artwork, said processor automatically selecting one of said at least two data sets primarily in response to said processor monitoring a time signal corresponding to a predetermined time.

30. (Twice Amended) The gaming machine of claim 26, wherein one of said at least two different types of thematic game artwork has a standard motif, and another of said at least two different types of thematic game artwork has a holiday motif.

32. (Twice Amended) The gaming machine of claim 26, wherein said thematic game artwork is associated with said plurality of outcomes.

33. (Twice Amended) The gaming machine of claim 26, wherein said thematic game artwork is unassociated with said plurality of outcomes.

37. (Twice Amended) The gaming machine of claim 26, wherein said thematic game artwork includes characters.

REMARKS

Claims 26, 29-39, 46-55 and 94-98 remain in the application for prosecution. Claims 26, 30, 32, 33 and 37 have been amended. Submitted herewith is a clean set of pending claims.